

Southern New Hampshire Flying Eagles Pilot Proficiency Program

Pilot's Name:

Level	Maneuver / Item	Instructor	Date
Beginner (1)	1. Take-off (3 X)		
	2. Fly Straight & Level (3 X)		
	3. Fly Left Turn Pattern (3 X)		
	4. Fly Right Turn Pattern (3 X)		
	5. Fly Figure Eight To The Left		
	6. Fly Figure Eight To The Right		
	7. Slow Flight (3 Passes)		
	8. Landing Approach (3 X)		
	9. Landing (3 X)		

Comments:

Novice (2)	1. Straight & Level To Inside Loop (3 X)		
	2. Aileron Roll Left (3 X)		
	3. Aileron Roll Right (3 X)		
	4. Stall With Recovery (3 X)		
	5. Touch & Go (3 X)		

Comments:

Inter- mediate (3)	1. Take-off + Procedure Turn (3 X)		
	2. Immelmann Maneuver (3 X)		
	3. Level To Inverted Flight (3 X)		
	4. ½ Cuban Eight (3 X)		
	5. ½ Reverse Cuban Eight (3 X)		
	6. Dead Stick Landing		

Comments:

Level	Maneuver / Item	Instructor	Date
Expert (4)	1. Outside Loop (3 X)		
	2. Reverse Outside Loop (3 X)		
	3. Cuban Eight (3 X)		
	4. Reverse Cuban Eight (3 X)		
	5. Split S (3 X)		
	6. Square Loop (3 X)		
	7. Stall Turn		

Comments:

Instructor (5)	1. Club / AMA Safety Rules		
	2. Aircraft Checkout Procedure		
	3. New Pilot Briefing		
	4. Buddy Box Setup & Use		
	5. Take-off		
	6. Demonstrate Controlled Flight		
	7. Inverted Flight		
	8. Recovery From Problem		
	9. Landing		
	10. Dead Stick Landing		
	11. Teaching Skills		

Comments:

Level	Maneuver / Item	Description
Beginner (1)	1. Take-off	Demonstrate controlled taxi, take-off roll & take-off.
	2. Fly Straight & Level	Fly an oval pattern keeping the plane level during straight flight & banking and staying parallel to the runway during straight flight.
	3. Fly Left Turn Pattern	Fly an oval pattern in a counter-clockwise direction.
	4. Fly Right Turn Pattern	Fly an oval pattern in a clockwise direction.
	5. Fly Figure Eight To The Left	Fly a figure eight pattern at a given altitude with the right loop in a counter-clockwise direction.
	6. Fly Figure Eight To The Right	Fly a figure eight pattern at a given altitude with the right loop in a clockwise direction.
	7. Slow Flight	Fly an oval pattern at partial throttle keeping the plane level during straight flight & banking and staying parallel to the runway during straight flight.
	8. Landing Approach	Fly a landing pattern as if to land but do not touch the ground. Power up and resume flying. The approach should be such that the plane could be landed if desired.
	9. Landing	Demonstrate a controlled landing with the plane remaining on it's wheels on the runway and with the engine running to taxi back to the pilot's station.
Novice (2)	1. Straight & Level To Inside Loop	From level flight, pull back on the elevator to perform a single loop and return to level flight.
	2. Aileron Roll Left	From level flight, roll the plane one revolution in a counter-clockwise direction.
	3. Aileron Roll Right	From level flight, roll the plane one revolution in a clockwise direction.
	4. Stall With Recovery	From level flight, bring the throttle to idle. As the plane slows down, pull back on the throttle as needed to keep the plane in level flight. Allow the plane to stall (falls forward or sideways) then power up and recover to level flight.
	5. Touch & Go	Fly a landing pattern as if to land. Briefly touch the wheels to the runway. Power up and resume flying. The approach should be such that the plane could be landed if desired.

Level	Maneuver / Item	Description
Intermediate (3)	1. Take-off + Procedure Turn	Take off and start an oval pattern. After the first bank, halfway through the straight flight, bank 90° away from the field then immediately bank in the opposite direction 270° to resume straight flight in the same area but in the opposite direction.
	2. Immelmann Maneuver	Start at level flight. Pull back on the elevator to start an inside loop. Halfway through the loop (the plane is inverted & at the highest point), roll 180° & continue level flight.
	3. Level To Inverted Flight	Start at level flight. Roll 180° and hold the plane inverted at level flight.
	4. ½ Cuban Eight	Start at level flight. Pull back on the elevator and perform a little more than 1/2 of an inside loop. As the plane is descending inverted at a 45° angle, roll the plane 180° and pull out to level flight in the opposite direction as started.
	5. ½ Reverse Cuban Eight	Start at level flight. Climb at a 45° angle, roll the plane 180° and pull back on the elevator performing the start of an inside loop until the plane pulls out to level flight in the opposite direction as started.
	6. Dead Stick Landing	Start with a normal oval pattern. At a random position, the instructor will tell you to kill the engine (bring it to an idle). Bring the plane in for a landing from that point without increasing the throttle.
Expert (4)	1. Outside Loop	Start at level flight (with plenty of altitude). Push forward on the elevator and complete one full loop.
	2. Reverse Outside Loop	Start at level flight. Roll to inverted flight and push forward on the elevator and complete one full loop. Roll from inverted to level flight.
	3. Cuban Eight	Same as level 3, item 4 except do not pull out to level flight. Repeat the maneuver in the opposite direction to complete the figure eight and then pull out to level flight in the same direction as started.
	4. Reverse Cuban Eight	Same as level 3, item 5 except do not pull out to level flight. Repeat the maneuver in the opposite direction to complete the figure eight and then pull out to level flight in the same direction as started.
	5. Split S	Start at level flight (with plenty of altitude). Roll to inverted flight and pull back on the elevator and complete 1/2 loop to level flight.
	6. Square Loop	Start at level flight. Pull back on the elevator to climb straight up. Pull back on the elevator to enter inverted flight (hold level flight). Pull back on the elevator to dive straight down (drop throttle to idle to prevent a power dive). Pull back on the elevator and power up to resume level flight. All sides of the square pattern should be fairly even.
	7. Stall Turn	Start at level flight. Pull back on the elevator to climb straight up & drop the engine to idle. Before stalling, turn the rudder to one side. The tail will yaw tightly 180° pointing the plane downward. Use opposite aileron to keep the plane from rolling. As the plane dives, power up and pull out to level flight.

